GRETZKY NHL 2005

Instruction Manual

EVERYONE

CONTENT RATED BY ESRB

NHLPA

WAYNE GRETZKY FOUNDATION

OFFICIAL LICENSED PRODUCT · PRODUIT LICENCIÉ OFFICIEL ·

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may trigger an epileptic seizure in these individuals. Certain conditions may trigger previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Gretzky™ NHL® 2005 Tips and Hints

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

Game Hint Guide Information

PlayStation Underground Game Guides
For free hints and tips visit us at **www.us.playstation.com**.

Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

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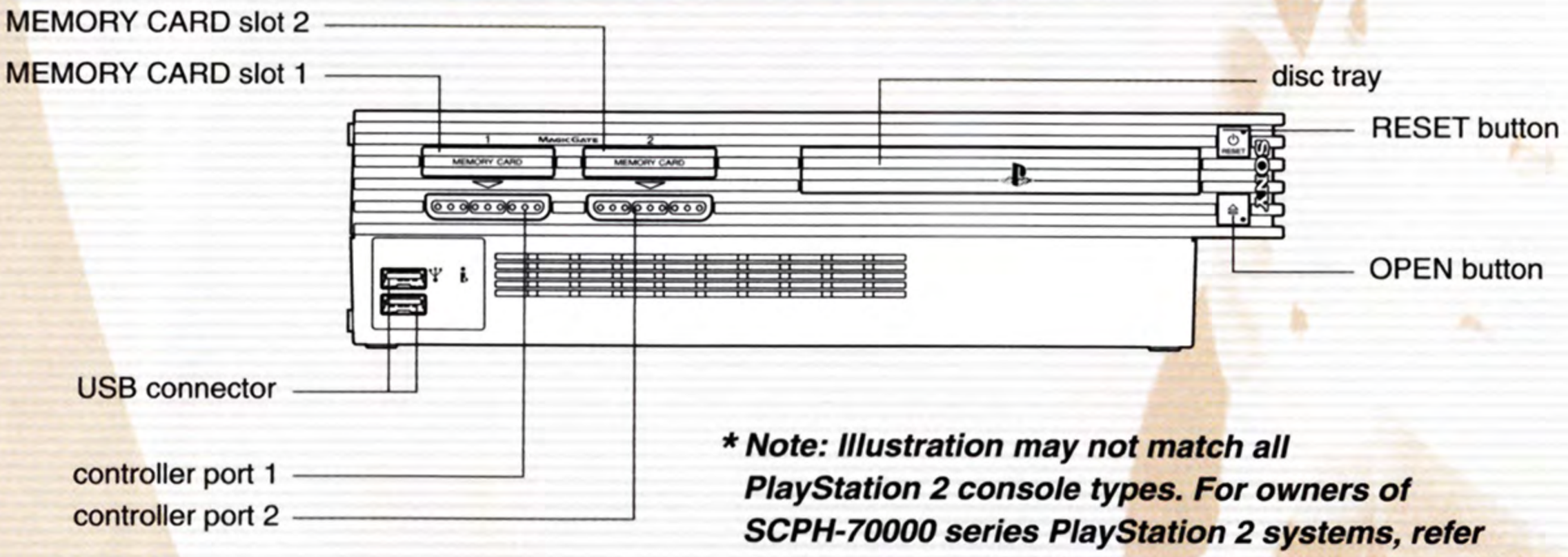
Getting Started



***Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.**

Set up your PlayStation®2 console according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned off. Attach game controllers and other accessories as appropriate BEFORE you turn your console on. It is advised that you do not insert or remove accessories once the power is turned on.

When you are ready, turn the console ON at the MAIN POWER switch and press the (standby)/RESET button. When the (standby) indicator lights up green, press the (open) button and the disc tray will open. Place the Gretzky NHL 2005 disc on the disc tray with the label side facing up. Press the (open) button again and the disc tray will close. Finally, press the (standby)/RESET button again to load the game and commence play.

MEMORY CARD (8MB for PlayStation® 2)

Saving Data

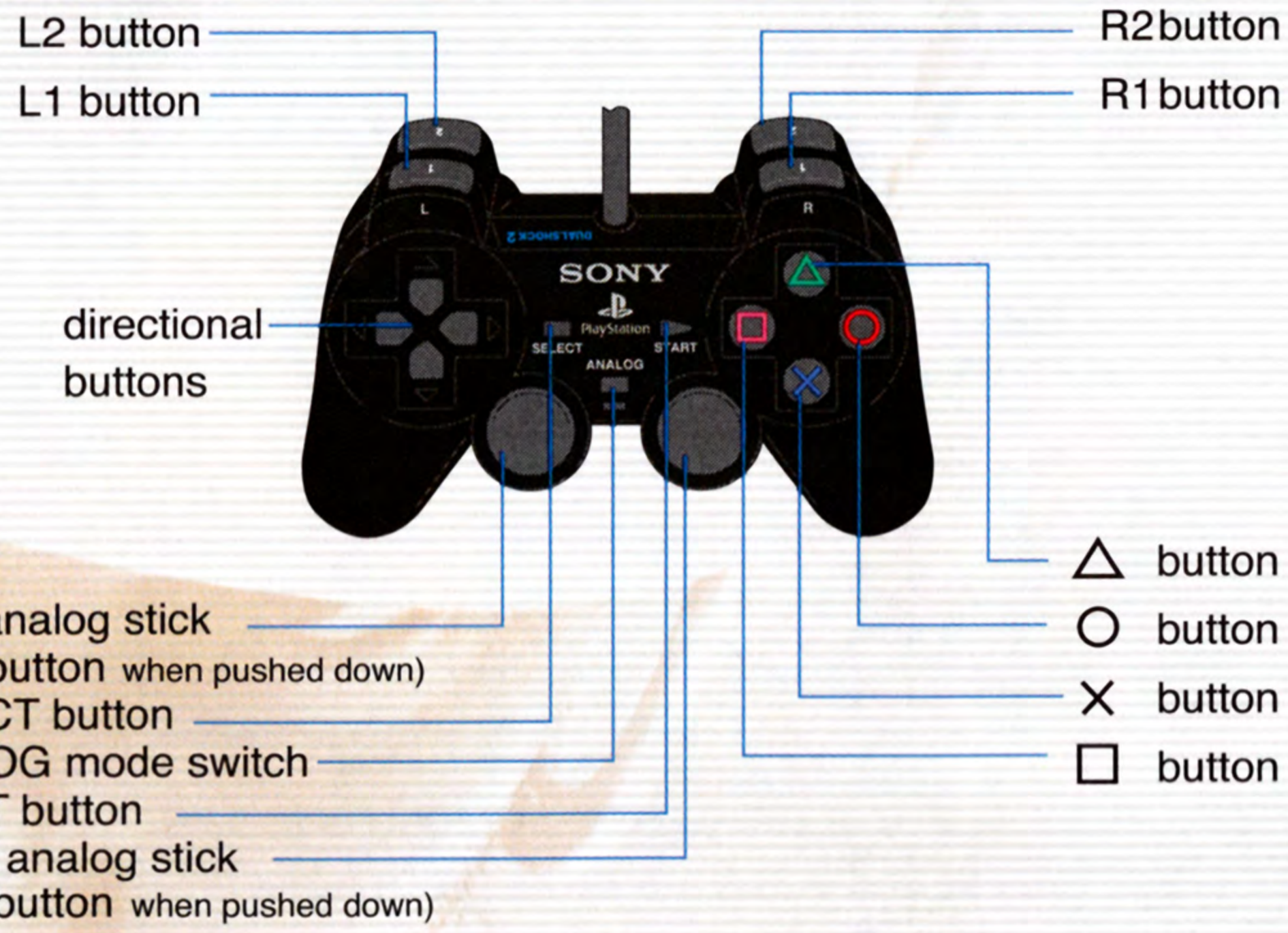
You must insert your MEMORY CARD before a file can be saved or loaded. Gretzky NHL 2005 saves user-defined options and all data for season and tournament style game modes, settings (including rosters), options, profiles, and records. The data that you attempt to save will determine the amount of memory needed to perform the save successfully. If an attempted save requires more memory than your MEMORY CARD has available, a MEMORY CARD dialog box will appear on the screen indicating the amount of memory needed for a successful save of the current file.

At this point, you can insert a different MEMORY CARD with available memory space, or you can delete existing files from the current MEMORY CARD to create additional memory space for the save. If you do not use a MEMORY CARD all Gretzky NHL 2005 data will be lost when you turn OFF your PlayStation®2 console.

Options, Pro Manager rosters, and Updated rosters are always saved and loaded from the first MEMORY CARD found when the game is booted. Memory cards are searched in the following order: slot 1 (or 1-A, 1-B, 1-C, 1-D, if a Multitap (for PlayStation®2) is inserted in slot 1), then slot 2 (or 2-A, 2-B, 2-C, 2-D, if a Multitap (for PlayStation®2) is inserted in slot 2).

Game Controls

DUALSHOCK® 2 ANALOG CONTROLLER CONFIGURATIONS



NOTE: Unless otherwise stated, use the Left Analog Stick to control any aspect of the game where you would use ⬅/➡/⬆/⬇

SKATER

Player movement	Left Analog Stick
Deke / Body check	▣
Dump / Stick check	△
Snap shot	◉ (tap)
Wrist shot	◉ (double tap)
Slap shot	◉ (hold)
Pass / Change player	⊗
"Give and Go" pass	⊗ (hold), then release ⊗ for return pass
Sprint	R1 / L1
Icon passing	L2 (hold), then ⊗/○/△/▣
Toggle skate direction	R2
Advanced deke	Right Analog Stick
Line change	SELECT, then ⊗/○/△/▣
Become Goalie	⊗ (hold for 1 second)

Game Controls

GOALIE

Save / Dump puck	○
Freeze puck/Sweep puck	□
Check	△
Best coverage	R2
Pass / Switch player	✕

GAME STRATEGY

Game Strategies are enacted using the Directional Buttons ↑/↓/←/→.

Offense

Dump-chase	↑
Overload Slot	←
Triangle	→
Positional	↓

Defense

Trap	↑
Box+1	←
Zone	→
Combo	↓

Power Play

2-1-2	↑
Umbrella	←
Funnel	→
Positional	↓

Penalty Kill

Tight Box	↑
Moving Box	←
Large Box	→

FIGHTING

Punch	✕
Block	□
Pause fight	START

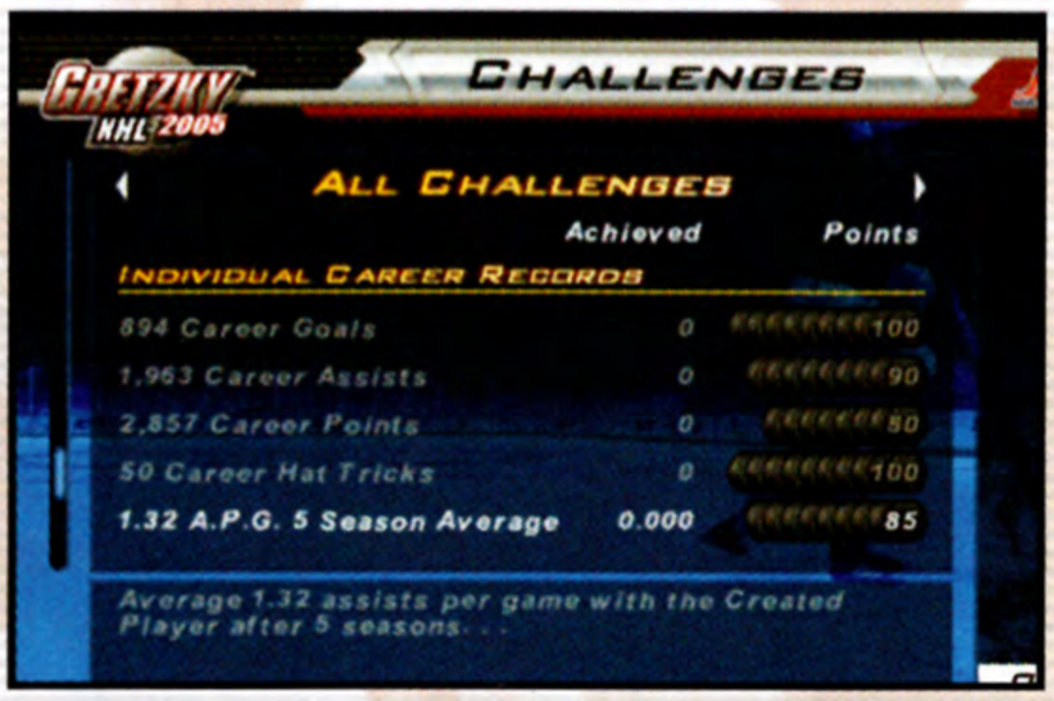
Playing the Game

Gretzky Challenge

Earn points during competition that can be used to unlock special game features such as Wayne Gretzky as a player, vintage jersey styles, and other gameplay items and modes. Points are earned by achieving specific team and individual goals. To keep track of your points earned during gameplay, you must create a profile and load it for each competition. See *Profile* on page 6 for more information.

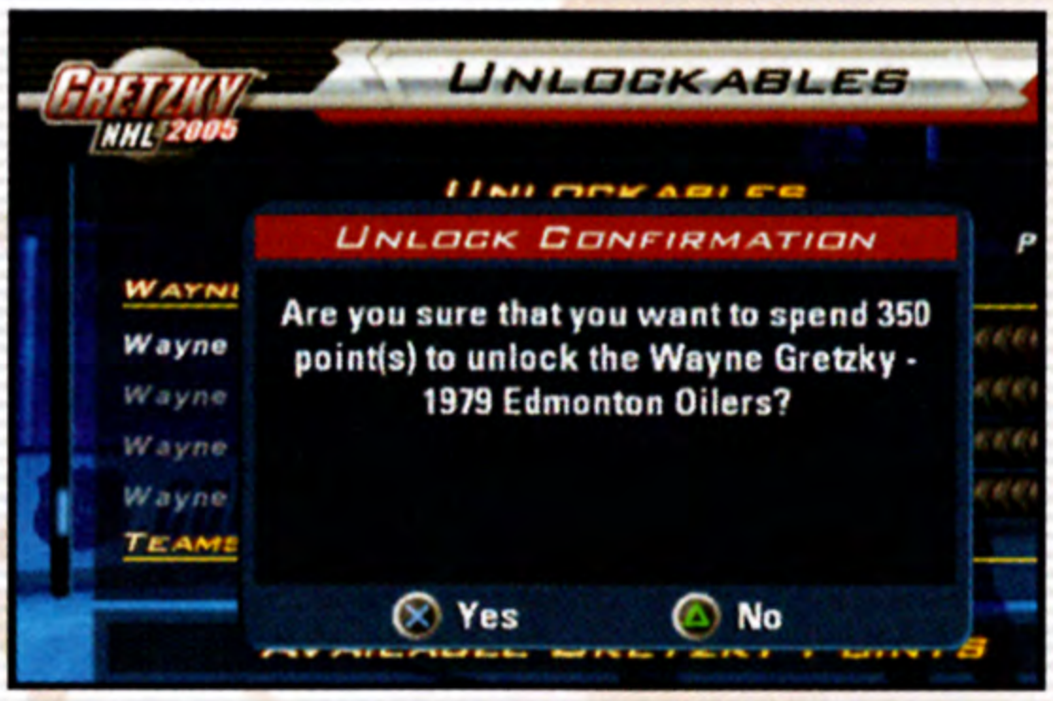
Challenges

View the available Gretzky challenges, the number of times you have achieved each feat, and the number of points you have accumulated. Use Gretzky point totals to unlock special features within the game.


GRETZKY NHL 2005
CHALLENGES
ALL CHALLENGES
Achieved
Points
INDIVIDUAL CAREER RECORDS
894 Career Goals 0 100
1,963 Career Assists 0 90
2,857 Career Points 0 80
50 Career Hat Tricks 0 100
1.32 A.P.G. 5 Season Average 0.000 85
Average 1.32 assists per game with the Created Player after 5 seasons. . .

Unlockables

View all of the game items that can be unlocked by earning Gretzky points. Once items are unlocked, you will be able to save and load them into your game.


GRETZKY NHL 2005
UNLOCKABLES
UNLOCK CONFIRMATION
Are you sure that you want to spend 350 point(s) to unlock the Wayne Gretzky - 1979 Edmonton Oilers?
Yes
No

Wayne Gretzky

View Wayne Gretzky's player information, season and career statistics, and his player skill levels.

Playing the Game

Profiles

Profiles can be created and used in competition to compare lifetime stats in Rivalry Mode or for earning points to unlock special game features from the Gretzky Challenge. Once a profile is created, you can load it to any game mode including Exhibition, Franchise, and Tournament Modes. During game setup, you will be asked whether you want to load and attach a profile to the competition. To take part in Gretzky Challenges, you must first create and load a profile.

Game Strategies

In-game strategies allow you to change your team's offensive and defensive playing styles on the fly. During gameplay, press Directional Button ⬆ / ⬇ / ⬅ / ➡ to select an offensive or defensive strategy. As the puck changes possession on the ice, you can press Directional Button ⬆ / ⬇ / ⬅ / ➡ as often as you like to set a new strategy. Strategies consist of styles of play for Offense, Defense, Power Play, and Penalty Kill game situations.

Strategies made available to you will be those specific to the current game situation. When a power play opportunity arises for example, power play strategies such as 2-1-2, Umbrella, Funnel, and Positional will become available. When you select a strategy on the fly, a strategy display will appear in the lower right corner of the play screen and will indicate the particular strategy selected.

NOTE: See *Tutorials* on page 25 for help with game strategies.

Player Control

In a two-player game, a red or blue circular icon shown underneath your player will indicate player control. Additional colors will be shown to identify users in multi-player games. The controller assigned to each team determines the color of the icon. When any of your players take control of the puck, you will take immediate control of that player. With possession of the puck, your player icon will include a green stamina meter. When you see a player's stamina decrease, make a line change to get fresh skaters onto the ice.

Playing the Game

Shot Meter

When you press and hold ◉ to shoot the puck, a yellow gauge will begin to move above the green stamina meter. The longer you hold ◉, the more power you will generate. For a hard slap shot, try to release ◉ when the yellow gauge reaches the maximum.

NOTE: For a snap shot, tap ◉. For a wrist shot, double tap ◉.

Passing The Puck

To pass the puck, press ⊗. The direction of the Left Analog Stick will affect the direction of the pass. To direct a pass to a particular teammate, use the Passing Markers shown on a player's circular icon symbol when he has possession of the puck. As you skate with the puck, the markers will point in the direction of your teammates. Use the markers to locate a teammate and move the Left Analog Stick in the correspomding direction and press ⊗ to pass the puck. By moving the Left Analog Stick in the corresponding directon, the direction of your potential pass will be represented by a larger pass marker. Blue markers indicate open teammates.

You can also use the "Give and Go" pass to free yourself up for an open shot. While in transition or as you drive to the net with the puck, press and hold ⊗ to pass the puck to a teammate. Once you are in scoring position, release ⊗ for a return pass and take the shot. You can hold ⊗ as long as you like while you move your player into position for the return pass.

Playing the Game

Icon passing

On offense, to increase the efficiency of your passing attack, press L2 to activate the Icon Passing system. While pressing L2, all of your teammates will be shown with an icon symbol that corresponds to your controller. While the icon symbols are up, you can pass to any of your teammates by pressing one of the corresponding buttons on your controller.

Line Changes

To keep your players fresh during the game, be sure to continually rotate your lines using the Line Change controls. You can set your Line Change option to AI, MANUAL, or INITIATED. This option can also be turned off.

AI

The CPU will automatically make line changes for you during the game.

Initiated

To make a line change on the fly, press SELECT to send in the next forward and defensive lines. For example, if line 1 is on the ice, line 2 will be sent into the game by pressing SELECT.

Manual

Manual allows you to control line changes during the game. At every stoppage of play, you will have the opportunity to select the lines that take the ice for faceoffs. To make a change on the fly, press SELECT to bring up a line change display showing the current stamina of each line and an icon symbol that corresponds to the buttons on your controller. Once the lines are shown, send it into the game by pressing its icon button. When the display first appears, it will show the forward lines. To view the defensive lines, press SELECT again. See *Line Changes* above for more information.

Playing the Game

Goalie Controls

As one of the most crucial positions on the ice, the play of your goalie must be at a high level. Making saves is challenging, but made easier by positioning your goalie correctly. By default, your goalie is controlled by the CPU. To take control of the goalie during the game, press ⊗ for 1 second to switch from skater control to goalie control. Once you have taken control of your goalie, use the Left Analog Stick to position him in the crease and then press ◉ to make a save.

Defense

Control the play on the ice by using the defensive game controls. Both the Body Check and Stick Check controls will allow you to separate the offensive player from the puck. By pressing ▣ as you make contact with a puck-controlling player, you will throw him off balance and either dislodge the puck from his possession or create a chance to steal it away from him. By pressing △, you will perform a Stick Check and not only disrupt the opponent but possibly steal the puck.

Fighting

Knowing how to fight is a necessary skill in hockey. Not only do you need to protect yourself and your teammates, you can use it to your advantage by instigating fights with skilled opponents. A fight will result in a five-minute penalty for both players. When "fight!?" appears on the screen, you can initiate a fight by pressing the Directional Button ⬇. Press ⊗ to throw punches, and ▣ to block.

Game Options

Pause Menu

Press START during a game to bring up the Pause Menu. Available options allow you to make additional changes to your game setup. See *Options* on page 14 and *Team Management* on page 22 for information on menu items not shown here.

Continue

Resume the current game from where it was paused.

Replay

Replay the last few seconds of gameplay. Use the on-screen replay controls to operate the replay function.

Assign Controllers

From the Assign Controllers screen you can switch teams at any time during the game. If you do choose to switch teams, Gretzky Mode will be turned off and records compiled during the completion of the game will not be recorded for Gretzky Challenges.

Camera

Set the angle of the game camera to Traditional, Player, Team, or Coach.

Edit Lines

There are four forward, three defensive, two power play, two penalty kill, and two goalie lines that can be customized using the Edit Lines option. See *Edit Lines* on page 14 for more information.

Statistics

View real-time stats such as "Shots on Goal" and "Faceoffs Won" as the game unfolds.

Rules

Game Speed

Set the speed of the game to control its pace.

Penalty Bias

Set the frequency of penalties called during the game. The higher the setting, the more frequent penalties will get called.

Fight Bias

Set the frequency of fights that take place during the game. The higher the setting, the more frequent the fight option will appear.

Injury Bias

Set the frequency of injuries that take place during the game. The higher the setting, the more frequent players will get injured.

Game Options

Icing
Icing is an infraction that is called when a player from a team shoots the puck from his own half of the ice, it crosses the goal line of the opposition, and then is first touched by a player on the opposing team. If the puck crosses the goal line and the goalie or a player from the same team as the shooter touches the puck first, Icing will be called off and play will continue. When Icing is called, play is stopped and a faceoff will take place in the end of the ice from which the puck was shot. This option can be turned ON/OFF.

Two Line Pass
A Two Line Pass infraction will be called if the puck is passed over two lines (e.g., both a blue and a red line). When a Two Line Pass infraction is called, a faceoff will take place inside of the blue line from where the puck was shot. This option can be turned ON/OFF.

Offsides
An Offsides infraction will be called when a player enters his offensive zone ahead of the puck. When an Offsides infraction is called, play will stop and a faceoff will take place outside of the blue line. This option can be turned ON/OFF.

Game Play

Vibration
When set to ON, your DUALSHOCK®2 Analog Controller will vibrate when a collision occurs on the ice or when contact is made in a fight.

Line Changes
When set to ON, your team's lines can be changed during the game. See *Line Changes* on page 12 for more information.

Auto Replay
When set to ON, highlights will automatically be replayed.

Cut Scenes
When set to ON, cut scenes will be shown during the game. For example, after a goal, the camera may cut to the scene on an opponent's bench to get the reaction of the coach.

Display

Set the identification of each player while he is on the ice. Choose a player label type of None, Position, Name, or Name and Position.

Audio

Adjust the volume of the Effects, Announcer, Crowd, and Music of the game. The higher the setting the louder the sound.

Game Options

TEAM OPTIONS

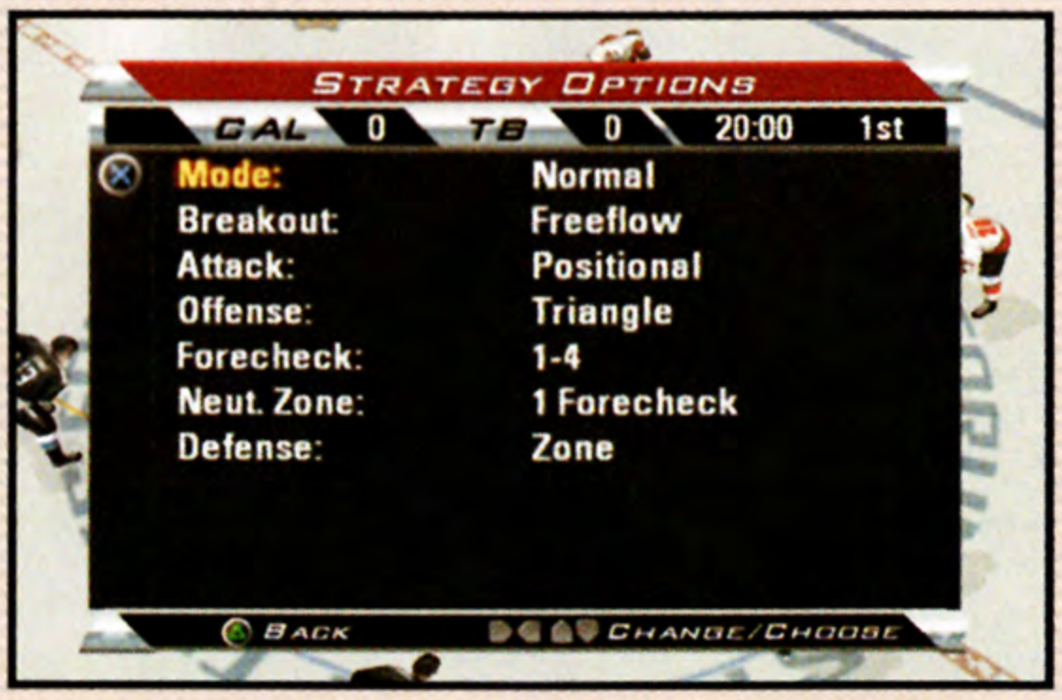
Auto Shot Aim
Set your shot aim to MANUAL or AUTO. MANUAL allows you to control the direction and placement of your shot, while AUTO gives the CPU control of your aim.

Line Changes
Set the Line Changes option to AI, MANUAL or INITIATED. See *Line Changes* on page 11 for more information.

Goalie
Set the status of your goalie to PULLED or NOT PULLED. PULLED removes your goalie from the game and should be used when you need an extra attacker on the ice in desperate scoring situations. NOT PULLED will keep your goalie in the game at all times.

Pass Markers
Pass markers allow you to see the location of your teammates and pass the puck to open skaters. When you have possession of the puck, your circular player icon will appear with four pointers (markers) that continuously move as they adjust to the movement of your teammates. These pointers or markers will enable you to make quick passing decisions as you control the puck. By moving the Left Analog Stick ⬆/⬇/⬅/➡, the direction of your potential pass will be represented by a larger pass marker. Blue markers indicate open teammates.

Strategy Options
There are three strategy modes that can be customized: Normal, Power Play, and Penalty Kill. For Normal Mode, you can select the Breakout, Attack, Offense, Forecheck, Neutral Zone, and Defense options. For Power Play Mode, you can set the Offense style. For Penalty Kill Mode, you can set the Forecheck and Defense styles. See *Game Strategies* on page 6 for more information.



Game Modes

Controller Layout

The Controller Layout is an in-game summary of all game controls.

Quit

Quits the current game. If you quit a game during a season or tournament competition, you will be required to replay that game.

Quick Start

Quick Start allows you to start an exhibition game quickly by providing a predetermined "Quality Matchup". You will still have control to choose different teams, but using Quick Start automatically selects a great matchup. See *Exhibition* below for information on team selection and pre-game options.

Practice

Practice Mode allows you to improve your hockey skills and practice your strategies by customizing practice sessions. By changing practice options to suit your team needs, you can use the ice time productively. With Practice Mode, you can set up your match by choosing the number of home and away skaters, toggle the home and away goalies ON/OFF, select the location of the faceoff circle, and change the offensive and defensive strategies of both the home and away teams. See *Game Strategies* on Page 6 for more information.

> NOTE: Hold private practice sessions by selecting 0 for Away Skaters when practicing as a home team. Your team will have its own ice time and be able to skate freely.

Exhibition Mode

Exhibitions are matches that can be played by choosing any two teams from the league or those that you have created. Before your game starts, take the opportunity to customize your game options at the Match Setup screen. When selecting the teams for the game, you will be able to select from this year's NHL teams, a number of international teams, and the NHL All-Star teams. Notice that beneath the team symbol are team rankings that can help you analyze the teams you choose and the quality of the matchup.

From the Team Select screen:

- Press ←/→ to choose the AWAY or HOME team.
- Press ↑/↓ to choose a team. Press SELECT for the CPU to randomly select a team for you. You can also press ◉ to have the CPU select a "Quality Matchup".
- Press ⊗ to move to the Choose Side screen where you will select your team and be able to customize game options.
- Press ←/→ to assign your controller to a team.
- Press ↑/↓ to select any of the exhibition game options and then press ⊗ to make a change or continue to an option screen.

Game Modes

Exhibition Game Options

Continue

Press ⊗ to continue to the pre-game menu where you can make additional game option changes such as choosing a different arena for the game, setting the camera angle, changing the player skill level, and setting period length.

Uniform

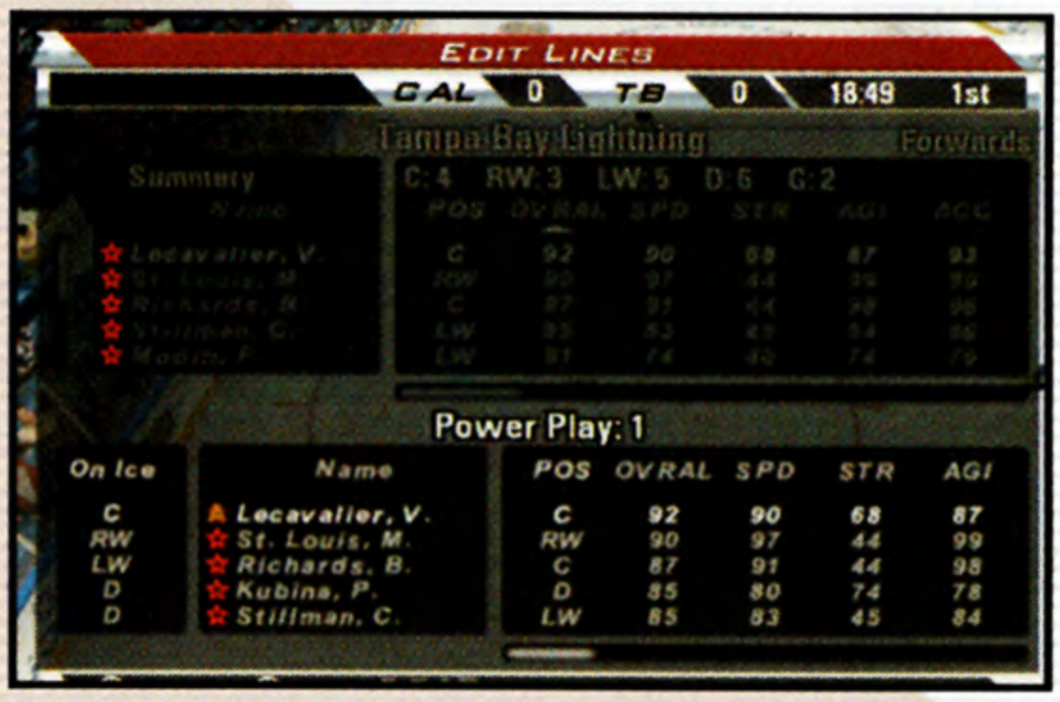
Each team has default and unlockable uniforms. Press ⊗ to cycle through and select uniforms for your team. See *Unlockables* on page 5 for more information.

Edit Lines

Each team has 4 forward, 3 defensive, 2 power play, and 2 penalty kill lines. There are also 2 goalie lines in which you can change the goalie. Edit lines and match up player skills to improve your chances of winning. Players labeled with a "C" are team captains, while those labeled with an "A" are alternate captains.

From the Edit Lines screen:

- Press ◉ to select the Line Menu.
- Press L2 / R2 to cycle through and select a line to edit.
- Press ⬆/⬇ to select a player to remove from the line and press ⊗.
- Once a player is highlighted, press ◉ to switch to the Player Roster Menu.
- Press ⬆/⬇ to select a new player for the line and press ⊗.
- Press ⊗ to confirm your selection and substitute the new player on the line.
- To view each player's stats, press ⬅/➡ to scroll through the entire stat list.


EDIT LINES
CAL 0 TB 0 18:49 1st
Tampa Bay Lightning
Forwards
Summary
C: 4 RW: 3 LW: 5 D: 6 G: 2
POS OVRAL SPD STR AGI ACC
C 92 90 68 87 93
RW 90 97 44 99
C 87 91 44 98
LW 85 83 45 84
Power Play: 1
On Ice
Name
POS OVRAL SPD STR AGI
C A Lecavalier, V. C 92 90 68 87
RW St. Louis, M. RW 90 97 44 99
LW Richards, B. C 87 91 44 98
D Kubina, P. D 85 80 74 78
D Stillman, C. LW 85 83 45 84

Strategy

You can change the offensive and defensive strategies for the game from this screen. Press ⊗ to make all selections and changes for these options. See *Game Strategies* on page 12 for more information.

Options

The exhibition game options include settings for Line Changes and Shot Aim. See *Pause Menu* on page 12 for more information.

Game Modes

Franchise Mode

Franchise Mode allows you to control all aspects of a team throughout multiple seasons. At the end of each season, control the direction of your franchise by shaping your roster for the next season. You will be reviewing retired player lists, holding drafts, signing free agents, and negotiating contracts. To play Franchise Mode, you will have to create a new franchise file or load a previously saved file from a MEMORY CARD. From the Franchise screen, you can either select a current NHL team to represent your franchise or create a new franchise.

> NOTE: Games can be simulated during a season by highlighting a date on the schedule with a game and pressing ⊗ to bring up the Calendar Options menu. Press ⬆/⬇ to select a simulation option and press ⊗. If you simulate a game down in the schedule, all games prior to that date will also be simulated.

Create a Franchise

Customize your team's data such as its name, city, logo, uniform appearance, and arena. Once a team is created or selected as a franchise, team options will be made available to further customize your team and season.

Continue

Continues to the Season Menu.

Starting Rosters

Choose a roster set for your franchise. You can use the default roster of your franchise, the Pro Manager roster, or the Updated roster. A Pro Manager roster can be created in Pro Manager Mode. Updated rosters are those current NHL rosters that have been downloaded from the SVO. See *Rosters* on pages 22 and 23 for more information.

Skill

The player skill level for your game can be set to Rookie, Pro, Veteran, or All-Star.

Fantasy Draft

The Fantasy Draft pools all of the current NHL players and makes them available to each team. You can build a team roster by selecting any player from any team. The draft will run for 32 rounds and include all player positions: centers, forwards, defenders, and goalies. At any time during the draft, press ◉ to have the CPU finish the draft automatically. Once the draft is complete, you will be starting the first franchise season with the drafted roster.

Season Length

You can play an 82 game season or a Round Robin style in which your team will play 29 games against 29 different opponents. If you create a team, your Round Robin tournament can include 30 teams.

Period Length

Period Lengths can be set to 2, 4, 5, 10, or 20 minutes.

Game Modes

Season OT Type

The Season OT Type can be set to include one overtime period, a shootout, end in sudden death, or end as a tie. The winner of a Shootout is the team that scores the most goals out of five chances in a one-on-one, shooter against goalie competition. If the Shootout is tied after five rounds, extra rounds will be played until there is a winner. In a Sudden Death period, the first team that scores wins.

Playoff OT Type

The Playoff OT Type can be set to Sudden Death or Shootout.

Series Type

The Series Type is the number of games in a playoff series. This option can be set to be a single elimination format or a best of 3, 5, or 7 game format.

Off Season Menu

Player Progression

Player Progression gives you a chance to view the current status of your players and their performance. Symbols located next to player names will help you to identify important player information such as team captain and alternate captains, injured players, minor leaguers, whether a player is on a hot or cold streak, and whether a player is a team leader.

Retirement

The next step towards your success in the off-season is to view your team's list of retiring players. As you begin to reshape your roster for the upcoming season, you can get a feel for your team's needs and those of other NHL teams.

Re-sign

The Re-sign option gives you an opportunity to resign any of your free agent players with expired contracts to new deals.

- Press ◉ to move to the Contract Expired Player list.
- Press ⬆/⬇ to select a player.
- Press ⊗ to make a contract offer.
- From the Sign Contract screen, you can make a custom offer to your selected player.
- Press ⬆/⬇ to select a contract option and ⬅/➡ to change the category. You can press SELECT to make a suggested offer from the CPU.
- Press ⊗ to make the offer official.
- If the offer is accepted, press ⊗ again to sign the player. If the offer is rejected, the reason for the rejection will be displayed. Change the contract offer and make another attempt at signing the player.

Game Modes

Amateur Draft

The Amateur Draft runs for 9 rounds and is used to restock your roster with rookies to replace retired players and free agents.

When your team comes up in the draft order:

- Press ⊗ to continue to the Draft Pool where you will choose a player.
- Press R1 / L1 to choose a position category.
- Press ⬆/⬇ to select a player to draft and press ⊗.

From the Draft screen, first see what Wayne Gretzky would do by selecting Wayne Suggests. You can also choose to allow the CPU to finish the draft automatically.

To draft the player:

- Select Draft Player and press ⊗.
- Press ⊗ again to confirm your selection.
- Once the draft is complete, press ⊗ to manage your team's roster by adding minor league players to it. See *Manage Rosters* on page 22 for more information.

Sign Draft Picks

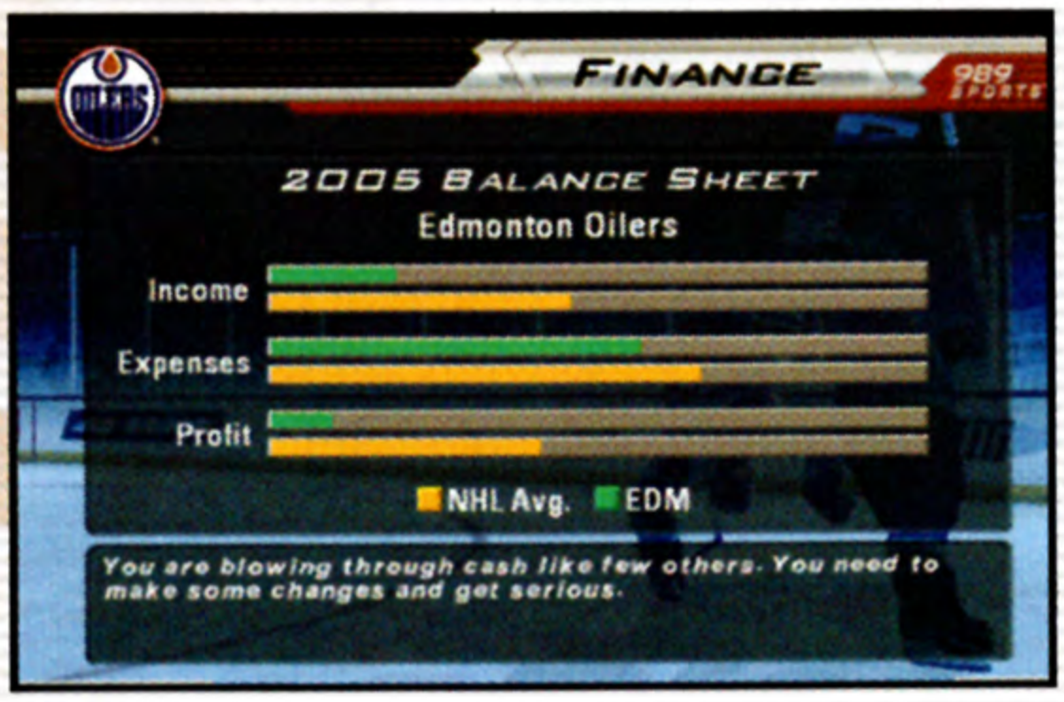
Sign your draft picks to the team by highlighting a player and pressing ⊗. Once a player is signed, he can be added to your lineup using the Manage Rosters option of the Rosters Menu. See *Manage Rosters* on page 22 for more information.

League Info

League Info gives you an inside look from around the league at trade, injury, and signing news, team financial information, and annual trophy presentations.

Finance

The Finance option allows you to manage your team's finances by controlling player salaries.

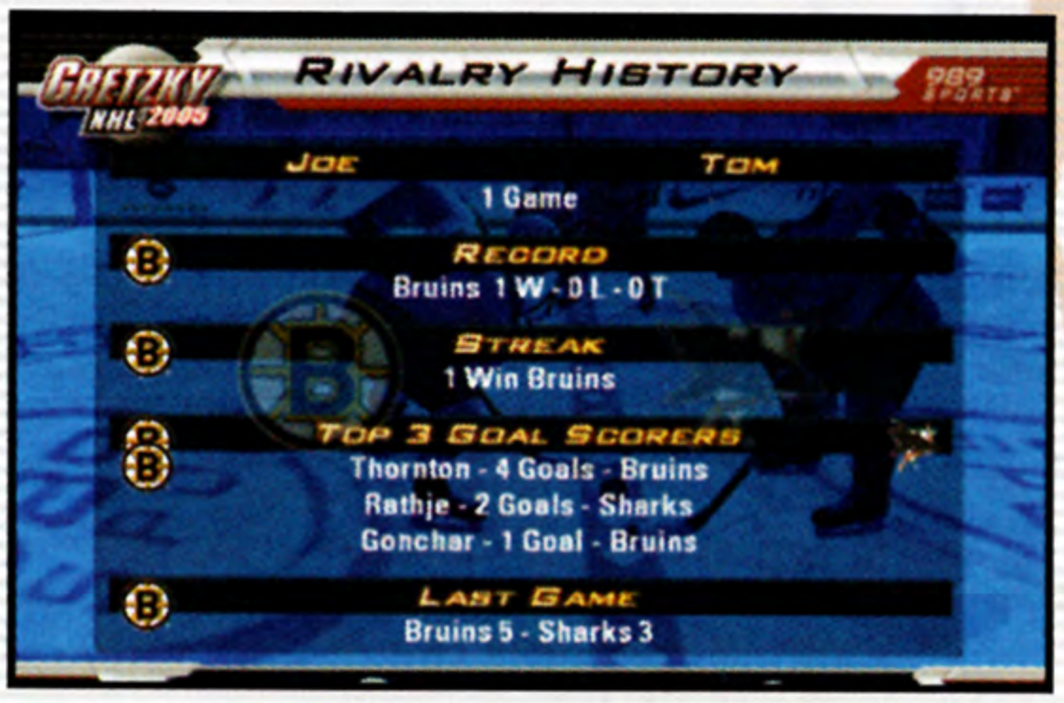


Game Modes

Rivalry Mode

Set up a rivalry between two teams and track lifetime stats of an ongoing competition. Once teams are selected, you can save and load the rivalry to a MEMORY CARD at any time. When a rivalry is loaded, you will be able to view all of the stats accumulated throughout the competition.

There is no end to a rivalry until it is deleted from your MEMORY CARD. From the Create Rivalry Menu and pre-game Rivalry Menu, you can set up your competition like any other game mode using roster, skill, rules, and line options. You can also load profiles for your rivalry and take part in Gretzky Challenges. See *Profiles* on page 6 and *Gretzky Challenge* on page 5.



Tournament Mode

NHL Playoffs

The NHL Playoff format can be set up as a 4, 8, or 16-team competition. Once the teams are selected, they are bracketed into two divisions. Each team that wins a series will move on to the next round with the final two teams facing off for the Stanley Cup.

World Cup

The World Cup format allows you to select the teams that compete in a World Cup style tournament. Each team will play a three-game schedule that includes all other teams in its pool. The teams from each pool with the best record move on to play in the finals for the championship.

Game Modes

Tournament Select Teams

From the Select Teams screen, you can choose teams for the tournament and those that will be controlled by a user.

- Press ⬆/⬇/⬅/➡ to select a team.
- To change a team, press R1 / L1. You can randomly select a team by pressing SELECT.
- Repeat the previous steps to complete your team selections.
- Press ⬆/⬇/⬅/➡ to select a team(s) for user control and press ◉.

World Cup Mode

World Cup Tournaments include eight teams that are predetermined by the CPU and are set as two 4-team pools. Each team will play a three-game schedule. After all three games are played, all teams will move to the finals, a single elimination playoff round. The two teams that win in the first and second rounds will move on to the final game where they will compete for the World Cup.

Online Mode

Creating a network configuration

Use the Start-Up Disc supplied with your PlayStation® 2 system or Network Adaptor (for PlayStation® 2) to create and save a network configuration file. For details, refer to the instructions provided with the start-up disc.

Using Gretzky NHL 2005 Online, you can play a game with other users over the Internet. There are a number of exciting game options to choose from, including game challenges and hosting private tournaments with your friends. You can even send out emails to coordinate start times for games. To go online, select ONLINE from the Game Modes Menu and press ⊗.

Creating an Account

To play online, you will need to create an account and choose a unique screen name and password. Each time you use the online function, login using the same screen name and password. This account will be accessible only to you and can be used for any of the 989 Sports titles.

> NOTE: You do not need to create a new account if you have already created an account via a 989 Sports Online title.

In the Online Welcome Lobby, you can navigate your way through the entire online process. It allows you to make or accept challenges, post messages, join tournaments, check out leaderboards, and much more. This screen also shows your user profile, which lists your online information such as User Name, Rank, Affiliation (a team such as the Edmonton Oilers), and User Statistics (e.g., record). Included in the user profile is the 989 Rank. It keeps track of your combined rankings for all 989 Sports Online titles. Rankings are combined to show where you rank among all 989 Sports Online gamers.

Game Modes

Game Rooms

Game Rooms are where game challenges take place. You can search for perfect matchups or make or accept challenges to entice opponents. You can also view all online players within your selected Game Room.

Selecting a Game Room

The Game Room option allows you to sort through players to host or accept challenges. Points earned during competition will determine the Game Room level you can enter. To join a Game Room, press ←/→/↑/↓ to highlight a Game Room, then press ⊗.

There are a number of Game Rooms including Rookie, Veteran, and All-Star. A gamer with any skill level can find a place to play. Gretzky NHL 2005 even has Game Rooms such as Dial-up and Broadband — places for gamers using dial-up or broadband connections to play online. Connection speeds may be different and gamers using a broadband connection may want to stick with playing those using the same connection speeds.

The Chat Area / Selecting a Game

The Chat Area is where available users in that particular lobby are listed. While looking for a game, you can read through all of the real-time chatting between potential opponents.

Join in on some trash talking or search for information on possible opponents. Anyone online within the same Game Room will be able to view your chat messages and participate in the dialog. To post a chat, from the chat screen, highlight the bottom chat bar or use a USB keyboard. Type in a message and enter it. Your message will be displayed in the chat window.

To select an opponent for a game, highlight a name from the list of players in the Game Room and press ⊗. You can set the game options, view your opponent's statistics, and start your game.

Quitting Games

After accepting challenges, you must finish the entire contest or be penalized with a reduction of points previously earned from other games. Losing points will prevent you from entering higher skill level Game Rooms.

Leaderboards

Real-time leaderboards such as Overall, Weekly, Monthly, and Affiliation show where you rank among all other online gamers. Each user ranking will be listed by point total and provide details of team statistics. The Affiliation Leaderboards option shows all user stats with the same team affiliations.

Tournaments

Create or participate in an online tournament. You can even create private tournaments, using password protection. When you create an online tournament, set the number of teams, the date that it starts, and a sign-up period. Once your tournament is created, users can go to the "VIEW OR JOIN A TOURNAMENT" option. Each tournament shows status, registration details, and start dates.

To sign up for a tournament, select a tournament menu and press ⊗. A list of all available tournaments for that category will be listed. Press ↑/↓ to highlight a

Game Modes

tournament and press ⊗ to view its information. Press ⬅/➡ to select the "SIGN UP" option and press ⊗. Once you enter your team information, you are ready to play.

Privatizing Your Tournaments

To privatize your tournament as invitation only, you must create a password that would need to be entered by users. From the setup screen, after naming your tournament, enter a unique password into the password field. Invite gamers by giving them the password and other important details using the Mail option on the Welcome screen. See *Mail/Feedback* below for more information.

Joining a Private Tournament

The only way in to a private tournament is to know the password. To get the password, contact the creator using the Mail option or send a chat.

Message Boards

Gretzky NHL 2005 has created multiple message board categories for you to choose from, so join in on as many as you like. Enter the General Message board to create new topics and put your thoughts online. By participating on the message boards, you can see what other gamers are thinking.

Mail / Feedback

The Mailbox allows you to send private email messages to any online gamer, as long as you have their user name(s). Sending email is a perfect way to contact your friends about game start times or to just talk hockey.

Polls / Survey

Fill out the latest polls and surveys to give opinions on a number of game issues. Polls and surveys are constantly updated, so check back often to fill them out and view the latest results.

News / Promos

Check here for exciting news, reports, and updates from 989 Sports including updated game information, events, sweepstakes, and other happenings.

Edit Profile

At any time, you can change the profile of your account.

989sportsonline.com

The 989 Sports website allows you to access the Gretzky NHL 2005 Online lobby from your computer. Log on to 989sportsonline.com from the web and check out the leaderboards, view tournament brackets, and participate in message boards. You can even send and receive user mail.

Team Management

PRO MANAGER

Pro Manager provides you with complete control over all team rosters. You can make changes to any roster by signing, releasing, trading, creating, and modifying players. When reviewing or making changes to a roster, be aware of the identification symbols next to the player names that represent player ability and characteristics such as the team captain, an injured player, a hot player, etc.

MANAGE ROSTERS
989 SPORTS
Team Canada
All Players
Summary
C:8 RW:2 LW:5 D:6 G:2
Name
POS OVRAL HAND HT WT AGE
☆ Sakic, J. C 97 L 5'11" 190 35
A Iginla, J. RW 96 R 6'1" 208 27
☆ Brodeur, M. G 96 L 6'2" 210 32
A Thornton, J. C 95 L 6'4" 223 25
Doan, S. C 93 R 6'2" 216 27
Team Canada Reserves
C Captain ✕ Scratch ✚ Injured Hot
A Alternate M Minors ☆ Leader Cold

ROSTERS

Manage Rosters

From the Manage Roster screen you can change the game day status of players on any team roster. You can also manage the players of the minor league affiliates by first pressing ◉ to highlight its roster. You can view a player's information, scratch a player for the game, demote or promote a player, release a player, and declare players as captains and alternate captains.

To manage your roster and change the game data of a player:

- Press L2 / R2 to choose a team roster and L1 / R1 to select a position.
- Press ⬆ / ⬇ to select a player on the roster and press ⊗.
- Press ⬆ / ⬇ to choose a player option and press ⊗.

Edit Lines

Edit the starting lines for your game. You can change the players on all 13 of your team's lines. See *Edit Lines* on page 14 for more information.

Team Management

Trade Players

You can make a trade for any player in the league. Trade proposals can be rejected or nullified in two ways: by the other team involved in the trade or by the league due to roster violations. You must have a minimum number of players at each position.

- Press L2 / R2 to choose a team.
- Press L1 / R1 to select a player position list.
- Press ⬆/⬇ to scroll through the list of players and press ⊗ to bring up the Trade Players screen. You can deselect a player in the same manner.
- Press ⊗ to add the player to the trade. You can add up to four players from each team to the trade.
- Press ◎ to switch to the second team selection menu.
- Repeat the previous steps to add players to the trade.
- Press ⊗ to make the trade offer.
- From the Trade Player screen, press ⬆/⬇ to select Make Trade and press ⊗.
- Press ⊗ again to complete the trade.

> NOTE: If a trade is nullified or refused, put together a different package of players and try again. Trades in Pro Manager will always be accepted, while those in Franchise Mode may not.

Sign Players

All players are signed from the Free Agent Pool. The Free Agent Pool includes created players and those that have been released or unsigned by teams. Rosters max out at 40 players.

To sign a player:

- Press L1 / R1 to cycle through the player position lists in the Free Agent Pool.
- Press ⬆/⬇ to highlight a player.
- Press ⊗ to sign the player.
- Press ⊗ from the confirmation dialog box to complete the signing of the free agent.

Load Rosters

You can reset rosters for your game by loading previous default rosters, Pro Manager rosters, or Updated rosters. Updated rosters are current NHL rosters downloaded from the SVO and saved to your MEMORY CARD. All player transactions and line edits will return or be changed to that of the loaded roster.

Save Rosters

Save Rosters will save all roster changes to a MEMORY CARD.

Statistics

Statistics will provide all of the league's player and team career stats.

Team Management

Create Player

Create

Create a player by customizing his biography, appearance, and skill levels. You can also use the EyeToy™ feature to create a custom face for your player. Create an All-Star caliber player, a perfect fourth line teammate, or have some fun by creating and adding you and your friends to a team. Created players can be added to your roster as a free agent.

Bio

Your player's bio includes his name, position, height, weight, jersey number, and whether he shoots left-handed or right-handed. From the Player Bio screen, press ⬆/⬇ to highlight an option and press ⬅/➡ to make a change. For the naming feature, highlight a name attribute and press ⊗ to bring up the virtual keyboard to create a name.

Appearance

You can create your player's face by selecting facial feature options such as skin and hair color, mustache type, jaw and neck size, and more. To make a change to your player's appearance, press ⬆/⬇ to highlight a feature option and press ⬅/➡ to make a change.

Skill

Skill includes a player's reflexes, agility, speed, puck control, stick skill, and much more. Each ability type is based on a point total. The higher the total the greater the skill.

To increase a skill attribute:

- Press ⬆/⬇ to select a skill and then press ⬅/➡ to change the level. You will have 725 additional points (goalies have 675) at your disposal to increase the levels of your player's skills. This number will increase and decrease as you make your adjustments.
- Press △ to return to the Create Player screen.

EyeToy™

The EyeToy™ feature allows you to create a custom face for a player that you have already created.

Modify

Modify any of the players that you have created. See *Create* on page 25 for information on Modify Player options.

Delete

Delete any of the players that you have created.

Team Management

Create Team

Create
Create as many teams as you like to compete in the league. Once you select "Create Team", from the Create Team screen you will be able to customize your team's data such as its name, city, logo, player appearance, and arena appearance.

To create your team:
- Select Continue and press ⊗.
- From the Create Team Roster dialog box, press ⊗ to save your team.
- Press ◉ to manually fill your roster or ⊗ for an auto fill. A manual fill allows you to make up your roster by signing free agents.
- Once your roster is completed, save your team to a MEMORY CARD.

Modify
You can modify any of the teams that you have created.

Save
Save any unsaved or modified teams to a MEMORY CARD.

Load
Load any previously saved team from a MEMORY CARD.

Options
Customize your game by making changes to the rules, gameplay, display, and audio options. See *Pause Menu* on page 10 for more information on these options.

Tutorial
Wayne Gretzky shares his knowledge of the game to describe Gretzky NHL 2005 offensive and defensive controls and game strategies.

Extras
Extras include Wayne Gretzky's congratulatory comments on winning the Eastern and Western Conferences, Stanley Cup, and World Cup. You can also view the credits of the game, the intro shown when Gretzky NHL 2005 is loaded, and footage from behind the scenes.

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National Hockey League Players Association
National Hockey League Coaches Association
American Hockey League

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Riley R. Russell
Jack Tretton
Shuhei Yoshida

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"Ammunition"
Performed by Switchfoot
Written by Jonathan Foreman
Published by Meadowgreen Music Company / Sugar Pete Songs [ASCAP]
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"Bring The Noise"
Performed and produced by Ged Grimes
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"Burn You Down".
Performed by Dirty Americans
Produced by Paul Ebersold. Mixed by Skidd Mills and Paul Ebersold
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"C'mon C'mon"
Performed by The Von Bondies
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Performed by Earshot
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"Godzilla"
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Written by Arthur Shepherd, Adam Marino, Ti Kreck and Tom Capone
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